

NINTENDO DS™

TONY HAWK'S PROVING GROUND



EVERYONE 10+

EmuMovies

ACTIVISION

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

**THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.**



Wireless DS
Multi-Card
Play

**THIS GAME ALLOWS WIRELESS MULTIPLAYER
GAMES WITH EACH DS SYSTEM CONTAINING
A SEPARATE GAME CARD.**



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GETTING STARTED

1. Insert the *Tony Hawk's Proving Ground* Game Card into the Nintendo DS™ slot as described in your Nintendo DS instruction manual.
2. Turn the Power Button ON.

Note: The Tony Hawk's Proving Ground Game Card is for the Nintendo DS™ system only.

CONTROLS

Basic Controls

Crouching – To crouch, press and hold the **B** Button. Crouching while skating around makes you go faster.

Ollie (or Jump) – To Ollie (or jump), press and release the **B** Button. An Ollie can also be performed at the top of a ramp to increase height and/or distance (depending on the type of ramp). Hold the **B** Button longer for higher Ollies.

Grab Tricks – To perform a Grab Trick, you must first be in the air. Once in the air, press the **A** Button in combination with a direction on the +Control Pad. Each direction on the +Control Pad performs a different Grab Trick. The longer you hold the **A** Button down, the longer you'll "tweak" that Grab Trick. The score for the trick increases over the length of the grab.










CAUTION - Stylus Use



To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

Flip Tricks – To perform a Flip Trick, you must first be in the air. Once in the air, press the Y Button in combination with a direction on the +Control Pad. Each direction on the +Control Pad performs a different Flip Trick.


Grind Tricks – To perform a Grind Trick, you must be near a rail or grindable surface. When near the rail and/or grindable surface, press and release the B Button to Ollie. Then, press the X Button in combination with a direction on the +Control Pad.

Manuals – To perform a Manual, quickly press  then  on the +Control Pad. You can also Nose Manual by quickly pressing  and  on the +Control Pad. Press  and  on the +Control Pad during a Manual to balance.



No Comply – To perform a No Comply, quickly tap  on the +Control Pad just before tapping or releasing the B Button.

Boneless – To perform a Boneless, quickly tap   on the +Control Pad and release the B Button.

Advanced Controls

Wallrides – To perform a Wallride, approach a wall at an angle and Ollie into the wall while holding the X Button. While in a Wallride, press the B Button to Wallie or press  on the +Control Pad and the B Button to Wallieplant for some extra height.

Wallplant – Jump straight into a wall and press the B Button to plant your foot on the wall and kick off in the opposite direction.

Flatland Tricks – All Flatland Tricks stem from the Manual. Once in a Manual, tapping twice on the A Button or the X Button or any combination of those buttons produces a variety of Flatland Tricks. You must balance during the string of Flatland combos using  and  on the +Control Pad.

Grind Branching – In the middle of a Grind Trick, tap twice on the A Button or the X Button or any combination of the two to change your trick.

Flips/Rolls – When performing a Flip or Grab Trick, you can customize your move in midair by using the +Control Pad. While holding the A Button or Y Button in the air, double-tap ↓ on the +Control Pad to do a back Flip, double-tap ↑ on the +Control Pad to do a front Flip, and double-tap ← or → on the +Control Pad to do a front-side or backside Roll (depending on which way your body is facing).

Bertslide – To perform a Bertslide, hold the L Button and press ← or → on the +Control Pad to slide. Use this trick to take tighter turns and link combos together!

Holding Tricks – Hit a Jump and hold a Grab or Flip Trick until you receive Hold Bonus. Look for major airtime and hold your Flip or Grab Trick. Hold the trick long enough, and the text on the bottom of the screen will show Hold Bonus + Holding + Endless Trick!

Endless Trick – Double-tap and hold the Flip or Grab Trick button for extra multipliers. You can get up to two extra multipliers by holding double-tap tricks.

SPECIAL METER & SPECIAL TRICKS

In the top left of the screen, you'll see the Special Meter below the score display. Bust tricks without bailing to fill up your Special Meter. Once your Special Meter is full, you can perform Special Tricks. Special Tricks are performed by simply touching any of the three animated Special Tricks Hawk Skulls on the Touch Screen. Hawk Skulls appear when your Special Meter is full. Each skater has a ground, air and grind Special Trick.

GAME MODES

Story

Every skater has a choice: Define your own path as you skate through Philly, Baltimore and DC. Each path has its own lifestyle, unique challenges, risks and rewards. Will you be the Career-driven skater that scores huge in Demos, or earn the crown as the most Hardcore skater the East Coast has ever known?

Classic

Beat the high scores and complete other challenges available in each level. This is a quick “pick-up and play” mode, and it brings the “Classic” Tony Hawk experience to the Nintendo DS.™

Free Skate

No challenges—you’re free to explore the levels you’ve unlocked. Become familiar with the levels, learn the shortcuts, find new combo lines or simply skate around.

Lessons

Learn the basics of skating in a safe environment. Tutorials are provided within the two types of lessons: Beginner and Advanced.

SKATE LOUNGE

Scoreboards – View the scoreboards, current stats and replays.

Change Gear – Via the Touch Screen, select from a variety of shirts, pants and hairstyles to change your look. Press the **L** and the **R** Buttons to rotate the skater. (Unlocked in Story Mode.)

Skate Park Editor – Here you can edit all the sick spots you have unlocked in Story Mode, and customize your skatepark to fit the way you want to skate. (Unlocked in Story Mode.)

Buy Stuff – Spend your hard-earned money here. Buy additional decks, logos, shirts, pants, hairstyles, cheats and secret skaters.

Logo Editor – Create your own logo to use on Wi-Fi and in-game billboards. (Unlocked in Story Mode.)

Sound Editor – Record a custom voice clip to play during bails, specials and gaps. (Unlocked in Story Mode.)

Edit Specials – Customize your special moves and Touch Specials.

View Lounge – Look around your skate lounge to view all the stuff you've earned.

WIRELESS

Local Game

Play against friends, NDS to NDS, in multiple Wireless Multiplayer Game Modes.

What You'll Need

- At least two Nintendo DS™ systems (one for each player), up to four systems.
- One Tony Hawk's Proving Ground Game Card per Nintendo DS™ system.

Connecting the Systems

From the Main Menu choose Wireless, and then choose Local Game.

All players will choose their skaters. The host player will then choose Host Game, and then select the location to play on. Once the host player is in the level, the other players will select Join Game and select to join the Host's game.

Nintendo WFC

Use your home wireless router or a designated public hot spot to connect to the Internet and compete against other players in multiple Multiplayer Game Modes.

Connecting with Other Players

- Once you're connected to Nintendo WI-FI Connection, select Game Modes from the menu. Select Multiplayer. Select either Auto-Match to play with a random player or Friend Match to play somebody on your Friends List who wants to play in the same size game as you. If you select Friend Match, select somebody off your Friends List, and then you'll be connected.

- When selecting Auto-Match or Friend-Match, you will enter a match-making menu. Four slots are open for players to join. A countdown will start as soon as at least one opponent fills a slot. The timer restarts as more slots are filled.

Configure

Configure your Nintendo Wi-Fi connection.

What You'll Need

To play Nintendo DS™ games over the Internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS™ system. Please see the separate Nintendo WFC Instruction Booklet included with this game for directions on setting up your Nintendo DS™. To complete the Nintendo WFC setup, you'll need access to a wireless network connection (such as a wireless router) and an active broadband Internet account. If you do not have access to a wireless network device, you can order a Nintendo Wi-Fi USB Connector directly From Nintendo. See the separate Nintendo WFC Instruction Booklet for more information. You can also play Nintendo WFC compatible games at selected Internet hot spots without additional setup. For additional information on the Nintendo WFC, on how to set up your Nintendo DS™ or a list of available Internet hot spots, visit www.nintendowifi.com (USA, Canada And Latin America) or call 1-800-895-1672 (USA/Canada only).

Connecting to the Internet

- From the Main Menu, choose **Wireless**, and then choose **Nintendo WFC**.
- If your NDS is already set up for your current wireless access point, select **Connect to Nintendo WFC** and start playing!
- If you're NDS has not been set up for the current wireless connection, select **Settings**.

- Select **Nintendo WFC Setup**.
- Select an open connection from 1, 2 or 3.
- Now select **Search** for an access point.
- Select your access point from the list.
- If your access point is not protected, you're all set. Otherwise, you'll be prompted for the access point's WEP key to open it up for use.
- After entering the WEP key, back out of Nintendo WFC Settings to return to the game and hop online.
- Use the New Nintendo DS option in the game settings menu to use your game card on another Nintendo DS.™
- Voice chat is only available in local wireless and WFC Friend Match games.
- For questions about online game features relating to this game, visit www.ds.thpgonline.com.

PRIVACY & TERMS

To protect your privacy, do not give out personal information such as last name, phone number, birthdates, age, e-mail or home address when Communicating with others.

The Terms of Use Agreement, which governs Nintendo Wi-Fi connection gameplay, is available in the Nintendo Wi-Fi connection Instruction Booklet or online at www.nintendowifi.com/terms.

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All My Heroes Are Weirdos
Performed by III
Written by Dan Gorman, Nic Offer
Mario Andreoni, Tyler Pope
Allan Wilson, John Pugh
Jason Racine, Justin van der Volgen
Published by Ninja Tune
Courtesy of Warp Records

Banned in D.C.
Performed by Bad Brains
Written by Gary Miller, Paul Hudson
Darryl Jenifer, Earl Hudson
Published by Bad Brains Publishing
(ASCAP)
Courtesy of ROIR

Bear in the Air
Performed by Motorcity Daredevils
Written by Justin Gleich
Frank Regan, Tom Pressley
Published by
World Domination Music Ltd
Courtesy of
World Domination Music Ltd

Breed
Performed by Nirvana
Written by Kurt Cobain
Published by Primary Wave Tunes
on behalf of
The End of Music (BMI) and
administered by
EMI Virgin Songs, Inc. (BMI)
© 1991 Geffen Records
Courtesy of Geffen Records
under license from
Universal Music Enterprises

Clash City Rockers

Performed by The Clash
Written by Mick Jones, Joe Strummer
Paul Simonon, Topper Headon
Published by
Universal-Polygram Int. Publ., Inc.
on behalf of Nineden Ltd (ASCAP)
Courtesy of Epic Records by
arrangement with
Sony BMG Entertainment

Come On

Performed by Revolution Mother
Written by Mike Vallley
Jason Hampton, Colin Buis
Brendan Murphy
Published by Mike V Incorporated
(ASCAP)/Dogs of War Publishing
(ASCAP)
Courtesy of Cement Shoes Records

The Devil Made Me Do It (Poach A Pig Mix)

Performed by Paris
Written by Oscar Jackson
Published by Guerrilla Funk
Courtesy of Guerrilla Funk

Disintegrate

Performed by The Amelia Premiere
Courtesy of The Amelia Premiere

Electric Kingdom

Performed by Twilight 22
Written by Gordon Bahary
Errol Moore, Joseph Sautler
Published by Universal-Polygram Int.
Publ., Inc. (ASCAP)/Bahary Songs
(ASCAP)/Universal-Songs of Polygram
Int., Inc. (BMI) on behalf of
Goba Music (BMI)
© 1984 Vanguard Records
Courtesy of Welk Music Group on
behalf of Vanguard Records

Electric Worm

Performed by Beastie Boys
Written by Michael Diamond
Adam Horowitz, Adam Yauch
Published by Universal-Polygram Int.
Publ., Inc. on behalf of itself and
Brooklyn Dust Music (ASCAP)
Courtesy of Capitol Records
under license from
EMI Film & Television Music

Everything Changes

Performed by Deadbolt Zen
Written by Dustin Dichoso
Courtesy of Deadbolt Zen

Fug

Performed by Cymande
Written by Patrick Patterson
Steve Scipio
Published by Cminor Music (BMI)
administered by MCS America
Courtesy of Janus Records and
John Schroeder Enterprises
under license from
EMI Film & Television Music

Garbage Man

Performed by The Cramps
Written by Lux Interior, Ivy Rorschach
Published by Illegal Songs (BMI)
administered by
Bugle Publishing Group
Courtesy of Capitol Records
under license from
EMI Film & Television Music

Gift Tax

Performed by Future Pigeon
Written by Jason Mason
Eddie Ruscha, Danny Preston
Courtesy of Record Collection
Courtesy of Roadrunner Records, Inc.
and EMI Music Australia Pty Limited

Holidays in the Sun

Performed by The Sex Pistols
Written by John Lydon, Steve Jones
Paul Cook, John Beverley
Published by Careers-BMG Music
Publishing (BMI)/Warner/Chappell
Music Publishing UK/Three Shadows
Music (ASCAP) administered by
Cherry Lane Music Publishing
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Warner Bros Records Inc
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I'd Rather Die Than Be Famous

Performed by Pierce the Veil
Written by
Victor Fuentes, Mike Fuentes
Published by
Before Today Music (ASCAP)
Courtesy of Equal Vision Records

It Beats For You

Performed by Volterra
Written by Michael Rizzo
Jessica Koch
Courtesy of Volterra

It's Just Begun

Performed by
The Jimmy Castor Bunch
Written by James Castor
Johnny Pruitt, Gerry Thomas
Published by Taking Care of Business
(BMI) and Minder Music Ltd
Courtesy of RCA by arrangement with
Sony BMG Entertainment

Loathsome

Performed by Pig Destroyer
Written by J.R. Hayes, Scott Hull
Published by
Domino Publishing Company
Courtesy of Relapse Records

Move Part 2

Performed by Oh No feat.
J Dilla and Roc C

Written by James Yancey
Mike Jackson

Published by Universal-Polygram Int.
Publ., Inc. on behalf of itself and
E.P.H.C.Y. Publishing (ASCAP)/
Shelly Bay Music on behalf of
Disruption Productions (ASCAP)

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Music is Happiness

Performed by The Octopus Project
Written by Josh Lambert

Yvonne Lamber, Gilberto Miranda
Edward Swietek

Courtesy of The Octopus Project

The New Brutality

Performed by Paint It Black

Written by Dan Yemin, Josh Agran
Andy Nelson, David Wagenschutz
Collin McGinniss

Courtesy of Jade Tree Records.

Pack Up (Remix)

Performed by Lyrics Born feat.
KRS-One & Evidence

Written by Tom Shimura
Solomon David

Published by Bug Music on behalf of
Asia Born Music (ASCAP)/

Pregnant Drumz Music (ASCAP)

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Panic-Oh!

Performed by Los Abandoned
Written by Pilar Diaz, David Green

Published by Chilegirl Songs
(ASCAP)/On Toad Music (BMI)

Courtesy of Vapor Records

The Pretender

Performed by Foo Fighters

Written by Dave Grohl

Taylor Hawkins, Nate Mendel
Chris Shiflett

Published by Universal Music
Publishing/Flying Earform Music (BMI)

Courtesy of Roswell/RCA Records
by arrangement with
Sony BMG Entertainment

Radio

Performed by Jurassic 5

Written by Barry Bailey

George Belton, Darryl Calloway
Charles Fleming, Larry Miller
Reginald Payne, Dante Givens
Courtney Henderson, Mark Potts
Charles Stewart, Marc Stuart
Salaam Remi

Published by Sugar Hill Music
Publishing on behalf of Diamond
Music (BMI)/EMI April Music Inc on
behalf of Salaam Remi Music
(ASCAP)/Manphibian Music/
Macari and Me Music/
Inshallah Music/DJ Nu Mark Music/
Najla Music

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Rappin' and Rockin' the House

Performed by Funky 4+1

Written by Barry Robinson

Published by Sweet Soul Music (BMI)
administered by Spirit Music Group

Courtesy of Enjoy Records
By arrangement with
Spirit Music Group

Sanctuary

Performed by Darkest Hour

Written by Paul Burnette, John Henry,
Kristopher Norris, Ryan Parrish,
Michael Schleibaum

Published by Another Victory Inc
(ASCAP)
Courtesy of Victory Records

Secret Crowds

Performed by Angels and Airwaves

Written by Tom DeLonge

Published by
Universal Music Corp. (ASCAP)

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See the World

Performed by The Kooks

Written by Paul Garred, Hugh Harris
Luke Pritchard, Max Rafferty

Published by Famous Music (ASCAP)
Courtesy of Astralwerks under license
from EMI Film & Television Music

Slaughter of the Soul

Performed by At The Gates

Written by Anders Bjorler
Jonas Bjorler, Tomas Lindberg
Published by Earache Songs
Courtesy of Earache Records

The Sound of Words

Performed by Divine Era
Written by Daisuke Wachi
Courtesy of Divine Era

Starving Artist

Performed by The Bled
Written by James Munoz
Jeremy Talley, Mike Pedicone
Ross Ott, Darren Simoes
Published by

Songs Music Publishing LLC on
behalf of Ram Island Songs (ASCAP),
Pedicone (SESAC), Robot Choker
(SESAC), Rossmosis (SESAC),
Who Care Were Drinking (SESAC)
Courtesy of Vagrant Records

Sympathy for the Devil

Performed by The Rolling Stones
Written by Mick Jagger
Keith Richards
Published by ABKCO Music
Courtesy of ABKCO Records

Tarantula

Performed by
The Smashing Pumpkins
Written by Billy Corgan
Published by
Faust's Haus Music (BMI)
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That's Entertainment

Performed by Sayvinyl
Written by Phill Tornroth
Jesse Fritsch, Dan Reed
Ryan Flach, Josh Vargo
Courtesy of Sayvinyl

**Throwback Rap Attack
(Madlib remix)**

Performed by Percee P
Written by John Percy Simon
Otis Jackson Jr
Published by Shelly Bay Music on
behalf of Madlib Invasion (BMI)
and Pebble Toss Music (ASCAP)
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Up All Night

Performed by E!-P
Written by Jaime Meline
Published by
Songs Music Publishing LLC on
behalf of Definitive Jux Music (SESAC)
Courtesy of Definitive Jux

Version 2.0

Performed by Bloc Party
Written by Kele Okereke
Russel Lissack, Gordon Moakes
Matt Tong
Published by
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